CONTRA

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NES-CT-USA

CONTRA

HOW TO PLAY

KONAMI

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CONGRATULATIONS!

You now own the authentic Konami home version of Contra, one of Konami's many original arcade hits. We suggest that you read this instruction manual thoroughly before playing the game.

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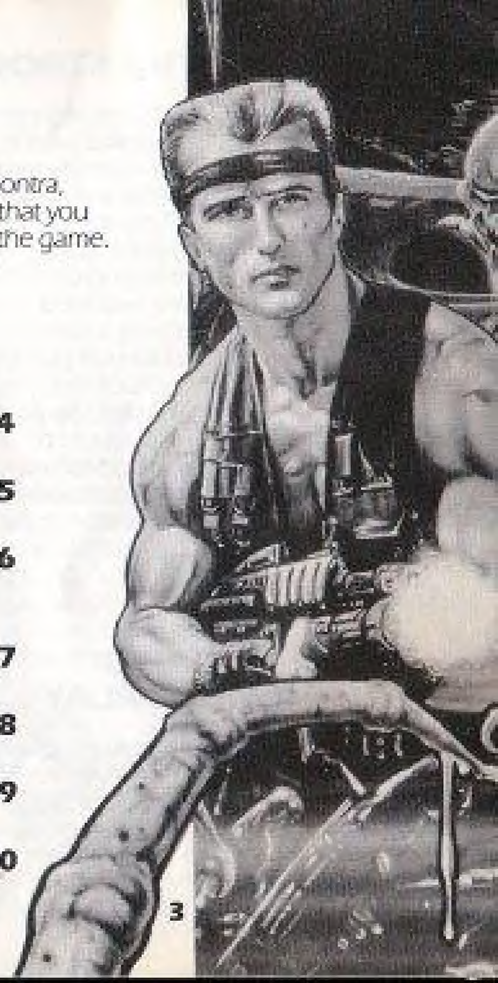


ONLY THE STRONG SURVIVE

In 1957 a large object from outer space crashed into Earth's Amazon basin, near ruins of the lost Mayan civilization. Scientists world-wide heralded the incident as a trivial cosmic occurrence, and thus the collision was soon forgotten.

Now, thirty years later, rumors of an evil force have swept into the Pentagon's front office, and tales from frightened villagers of a hideous being with an army of alien henchmen are sending chills down the spines of top military brass.

Unwilling to upset current political stability, an all-out assault on the region has been overruled, and instead, two of America's most cunning, courageous and ruthless soldiers from the Special Forces elite commando squad have been selected to seek out and destroy these alien intruders.

Congratulations, pal, you're one of the chosen. But before you take pride in being the best, be warned.

You're about to come face to face against Red Falcon, the cruelest life-form in the galaxy. He arrived on Earth thirty years ago (that's six months time in an alien's life) to establish a foothold from which he will attempt to conquer our world and then use it as a stepping stone toward his ultimate fiendish goal: domination of the entire universe.

Needless to say, playing hero won't be easy. But you have no choice — you must be a hero. Because if you fail, life as we know it will cease to exist, and the vile Red Falcon will rule forever.

If you succeed, well... it doesn't matter, because I doubt you will.

HOW TO PLAY

Your mission begins after you leap from an army assault copter into the dense jungle enguifing the banks of the mighty Amazon. From this point forward you must battle past hordes of alien soldiers equipped with awesome extra-terrestrial firepower, relying mainly on your guerilla warfare instincts to survive.

Standing between you and destiny are eight defense zones, with the final zone evoking the ultimate challenge — the destruction of Red Falcon. To advance from one zone to another, you must wipe-out heavily defended detection sensors

confronting you at the end of each zone. These sensors are designed to warn Red Falcon of your approach so he can send forth stronger reinforcements. To destroy Red Falcon in the final zone, you'll have to maniuever your way into his alien body, and then destroy his cruel, cold heart. Needless to say, this ain't easy!

Fortunately, for your sake, six different super weapons scattered throughout Red Falcon's defenses are at your disposal. Of course attaining these weapons is a risky business. And to do so, you must first blast away special flying capsules and pill-box sensors, and then capture the released Falcon symbols. (See page 9 for details.)

Contra can be played by either one or two players. If two play, play as a team to survive.

A single player can use either Control (1) or Control (2). When two players act as commandos, both controls are used.

Scores are displayed between defense zones and at the end of the game. The game ends when you've lost the last of your 3 lives, or when you destroy the Red Falcon. For every stage you successfully overcome, you receive one extra life.

THE HEROES

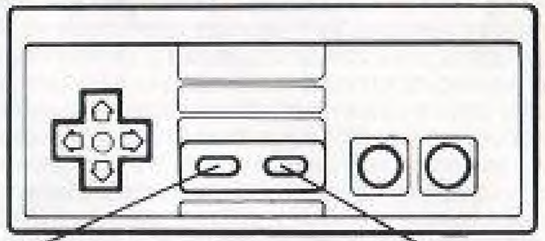
LANCE-CODE NAME SCORPION

Being an elite commando in the Special Forces takes a special breed of hero. You need the cunning of a lion, the spirit of a Viking warrior, and the intelligence of a modern day field general.

BILL-CODE NAME MAD DOG

Only after these qualities are soaked into your soul can you stand a ghost of a chance saving humanity from the inhumane Red Falcon.

Controlling Your Commando



Select button

Use to select either 1 player or 2 player mode. When the game finishes, use to select CONTINUE or END. Note, you can CONTINUE up to 3 times per mission.

Start button

Press to begin your mission. Press again after you've selected CONTINUE or END when the game finishes. Also press to PAUSE the action.

Using the Control Pad in sync with the A Button and B Button

	Control Pad	B Button	A Button
↑	You won't move	Shoot upward	Jump upward
↗	Move right	Shoot upper right	Jump right
→	Move right	Shoot right	Jump right
↘	Move right	Shoot lower right	Jump right
↓	Laydown	Shoot either left or right	Climb down
↙	Move left	Shoot lower left	Jump left
←	Move left	Shoot left	Jump left
↖	Move left	Shoot upper left	Jump left

Controlling Your Commando In 3-D

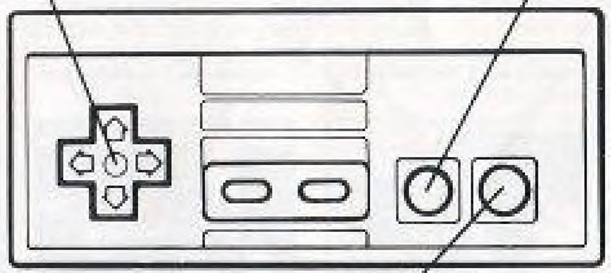
Defense Zone 2 and Defense Zone 4 challenge you 3-dimensionally. In these zones you'll find yourself deep within a Mayan temple converted into a commando death trap, complete with Red Falcon's Royal Guards and high voltage, mind-jolting energy fields.

Control Pad

Use to move forward, to the left or to the right. Press pad down to lay down.

B Button

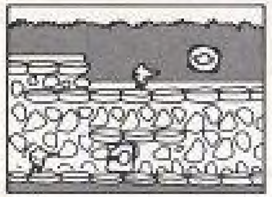
Press to fire.



A Button

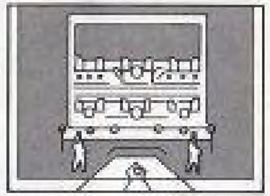
Press to jump.

Red Falcon's Eight Lines Of Defense



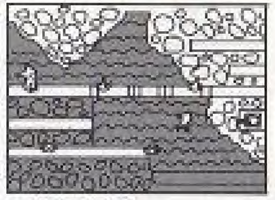
Jungle

Fight through the heart of the Amazon, blasting past Red Falcon's first lines of defense, until you reach the entrance of the fortified Mayan temple. Destroy the red detection sensor to advance into BASE 1.



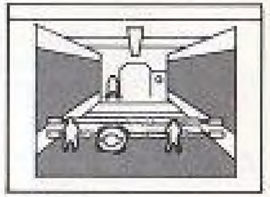
Base 1

Weave through an underground maze, destroying sensors while avoiding attacks from the Royal Guard. Remember – Beware the Energy Fields. And pray to make it past the evil core at the center of Base 1.



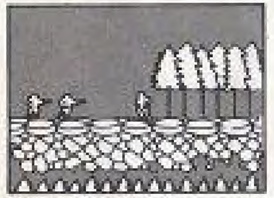
Waterfall

It's just a hop, skip and a jump upward until you reach Base 2. Naturally, aliens surround your every move, but you must reach the diamond shaped detection sensor and blow it up to inch closer toward Red Falcon.



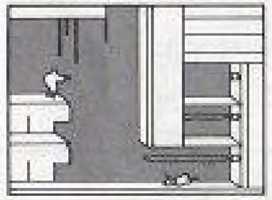
Base 2

The sensors suddenly become more difficult to destroy, as do the Royal Guards. Once you reach the core, you must demolish 4 moving heads when they are perfectly aligned. Good luck! You'll need it.



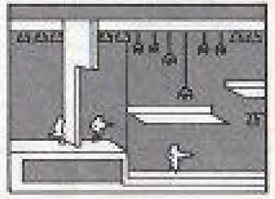
Snow Field

Red Falcon is beginning to worry about your progress and has turned rain forests into treacherous ice fields. If you don't freeze to death or get blasted by an array of alien forces, you may survive.



Energy Zone

Now you're in a pre-fab world of hyper-space terror. Reinforcements pour in and all appears hopeless. Of course if you believe in miracles maybe you'll make it.



Hangar Zone

Holy cow! You've made it to Red Falcon's final line of defense before you reach the mighty one, himself. The aliens and the odds definitely don't favor you here.

Alien's Lair

Red Falcon, I'd like you to meet one hot shot commando. Hot Shot commando, meet Red Falcon. The unpleasantry is mutual, I'm sure, since you must blast alien larvae, alien guts, and finally the alien's heart to save the earth.

Powering-Up. The art of survival.

Destroy flying capsules and pill box sensors, and power-up Falcon Symbols will appear. Capture these symbols and you'll obtain the firepower you'll ultimately need to survive.

Flying Capsule

Pill Box Sensor

Machine Gun Falcon

Laser Falcon

Fire Ball Falcon

Rapid Fire Falcon

Spread Gun Falcon

Force Field Falcon

Mass Destruction Falcon

Treat Your Konami Game Carefully

· This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

· Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

· Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

· Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

SCORES